

ARKHAM HORROR

Phase I: Upkeep

1. Refresh Exhausted Cards

At the start of the Upkeep Phase, each player refreshes those cards by turning them face up.

2. Perform Upkeep Actions

Each player must perform all Upkeep actions listed on his investigator's cards every turn.

Allies, Bless, Curse, Bank Loan, and Retainer, Magical Effect ⑤ cards do not require an upkeep roll during the first Upkeep Phase after an investigator acquires them.

3. Adjust Skills

During Upkeep, you may adjust your character's skills in order to react to the investigator's situation, according to the number of Focus your investigator has.

Tasks & Missions

Must visit locations listed on card in the listed order. Place Clue Token on card each time you complete a step. If given to another player discard all clue tokens on it. Once completed discard into box.

Task: Must spend Arkham encounter phase in listed areas. (*Counts as item*)

Mission: Must perform listed operation during the start of the Upkeep phase. (*Counts as item*)

Phase II: Movement

Arkham Movement

A player may spend one movement point to move his investigator marker from one board area to another, so long as the two areas are connected by a yellow line on the game board. One movement point allows an investigator to move from a location to another location or area.

The Kingsport Head

The Causeway, Wireless Station, and Strange High House in the Mist locations are all part of the mysterious Kingsport Head. This area is very difficult to enter and travel in. Investigators who enter the Causeway or Wireless Station must immediately end their movement. In addition, investigators may not move directly into any of the Kingsport Head locations using spells, equipment, or through other unusual methods, such as returning from being lost in time and space. Instead, they must move to the Harborside streets and enter the Causeway normally.

2. Other World Movement

If the investigator is in the first area of the Other World, he moves to the second area.

If the investigator is in the second area of the Other World, he returns to Arkham. The player must choose a location that contains a gate to the Other World he is leaving. After choosing such a location, he places his investigator and "explored" marker there.

Deputized

Roll a die whenever you return to **Arkham** from an **Other World**. On a 1, return **Patrol Wagon** to the box.

3. Delayed Investigators

During the investigator's Movement Phase, the player stands the investigator marker back up.

Phase III: Arkham Encounters

1. No Gate

The player shuffles the location deck corresponding to the neighborhood his investigator is in and draws a card from the deck. The player then finds the entry for his investigator's location, reads the entry aloud, and performs any actions indicated by the card text.

Cult Encounters

Whenever a player with a "*One of the Thousand*" Cult Membership has an encounter at the **Black Cave**, the **Unvisited Isle**, or the **Woods**, draw a card from the Cult Encounters deck rather than the deck associated with that location.

2. Gate

If the location has a gate, the investigator is drawn through the gate. He moves to the first area (the left area) of the Other World indicated on the gate marker.

Important: If an investigator is drawn through a gate that appears as a result of an encounter (such as "A gate appears!" or "A gate and a monster appear!"), then he is delayed, just as if he had been drawn through a gate in the Mythos Phase.

Phase IV: Other World Encounters

When an investigator has an Other World encounter, the player draws cards from the gate deck, one at a time, until he draws a card whose color matches one of these encounter symbols. Gate cards that do not match a color of the encounter symbols are placed face down on the bottom of the gate deck.

If a specific encounter is listed, the player reads that entry aloud and performs any actions indicated by the card text. If there is no specific encounter listed, the player reads the "Other" entry aloud and performs any actions indicated by the card text.

Phase V: Mythos

1. Open Gate and Spawn Monster
2. Place Clue Token
3. Move Monsters
4. Activate Mythos Ability

1. Open Gate and Spawn Monster

Begin by looking at the lower-left corner of the Mythos card that has been drawn to see where the dimensional forces are assaulting Arkham this turn. One of three things happens.

A. Location Has Elder Sign

If an elder sign token has been placed at the location, no gate opens and no monster appears.

Gate Bursts

Certain mythos cards have their gate location colored red. These indicate gate bursts. A gate burst works the same as a normal mythos card, unless the listed gate location has an elder sign token on it, in which case the gate bursts open, causing the elder sign token at that location to be removed from the board. A gate then opens at that location and a monster appears there as usual. No doom token on the doom track is added.

B. Location Has Open Gate

If there is already an open gate at the location, a monster emerges occurs. When a monster surge occurs, the number of monsters drawn and placed is equal to the number of open gates or the number of players, whichever is greater. Flying monsters move regardless of their sign.

C. No Elder Sign or Gate

1. The Doom Track Advances
The first player places a doom token with the **eye** symbol face up in the **first available space** on the **Ancient One's doom track**. If the marker is placed in the last available space on the doom track, the Ancient One has awakened and the end of the game has begun.

2. A Gate Opens
The first player draws a gate marker from the stack of gate markers near the board and places it on the location. Discard all Clue tokens that were on the location.

3. A Monster Appears

The first player draws a monster marker from the cup at random and places it on the location. If this would bring the number of monsters over the monster limit, the first player places the monster in the Outskirts instead.

Exception: If there are five or more investigators playing, then draw and place two monsters instead of one.

Important: Unlike investigators, monsters are never drawn through gates.

Lurker at the Threshold

A Reckoning card is drawn every time a gate opens (except for the gate in the beginning of the game), or whenever a Dark Pact is taken. The effects are immediately resolved.

Gates Opening On Investigators

If a gate opens at a location that contains an investigator, he is immediately drawn through the gate to the first area of the corresponding Other World. The investigator is delayed.

2. Place Clue Token

Most Mythos cards indicate a location where a Clue token appears. Place a **Clue token** on the indicated location unless there is an **open gate** there. If one or more investigators are at that location, one of them may acquire it.

3. Move Monsters

The first player looks at the lower-right corner of the Mythos card he has drawn for the turn. This area describes which monsters move during the turn as well as the direction they move on the board.

Rifts

Each time a mythos card is resolved, check to see if the monster movement pattern on it matches any of the patterns next to a closed rift. If it does, draw a rift progress marker from the pile at random, turn it faceup, and place it in one of the two spaces next to the monster movement pattern that was drawn.

4. Activate Mythos Ability

Headline:

Immediately resolves the special text of a Headline Mythos card and discards it.

Environment:

The special text of an Environment Mythos card remains in play for several turns, possibly even until the end of the game. The first player places

the card face up next to the game board, discarding any previous Environment Mythos card face down to the bottom of the Mythos deck.

Rumor:

The special text of a Rumor Mythos card remains in effect until either the Pass or Fail condition on the card is met, at which point the card is resolved and is discarded face down to the bottom of the Mythos deck.

Only **one Rumor** can be in play at once. If there is already a Rumor Mythos card in play, ignore the special text of the newly drawn Rumor.

Monster Movement

Normal: Normal monsters moves one area following the white or black arrow.

Stationary: Stationary monsters never move. They always remain at the location where they entered play.

Fast: Fast monsters move twice, following the appropriate arrows for both steps of their movement. Fast monsters stop moving immediately if they encounter an investigator.

Unique: Turn such a monster marker over to the combat side and follow the instructions.

Flying: Flying monsters generally move directly towards the nearest investigator in a street area, or move to the "Sky" holding area if they can't reach any investigators this turn.

Stalker: Stalker monsters move like normal monsters unless there is an investigator adjacent to them in which case they move toward the investigator.

Aquatic: If an aquatic monster is not in an aquatic location when it moves, it follows the arrows, as though it were a normal, black-bordered monster. However, if an aquatic monster begins its movement in an aquatic location, check to see if there are any aquatic locations containing investigators. If there is one, the aquatic monster moves directly to that aquatic location containing the investigator with the lowest Sneak skill.

Elusive: Investigators may leave or end their movement in areas containing Elusive monsters without having to fight or evade the Elusive monsters. (*Green awareness modifier*)

Monster Abilities

Ambush: Once combat begins, you can't evade.
Elusive: Investigators may leave or end their movement in areas containing Elusive monsters without having to fight or evade them.

Endless: Cannot be claimed as trophy.

Magic Immunity: Magical Spells or Weapons cannot be used in combat.

Magic Resistance: Magic Spells or Weapons add only ½ bonus (rounded up).

Nightmarish (x): Investigator always takes **X** as **Sanity** damage.

Overwhelming (x): Investigator always takes **X** as **Stamina** damage.

Physical Immunity: Physical Weapons cannot be used in combat.

Physical Resistance: Physical Weapons add only ½ bonus (rounded up).

Weapon Immunity: Weapons cannot be used in combat.

Deputy of Arkham

Patrol Wagon cannot be used to move directly to **Devil Reef** , **Y'ha-nthlei** , or in **The Causeway** , **Wireless Station**  and **Strange High House in the Mist** .

Investigator Status

If an investigator is ever reduced to 0 Stamina while in Arkham, the investigator is knocked unconscious or if an investigator is ever reduced to 0 Sanity while in Arkham, the investigator is driven temporarily insane. He must immediately choose and discard half of his items and half of his Clue tokens (rounded down), along with all retainers (if any). The player then immediately moves his investigator to St. Mary's Hospital.

Madness & Injuries

When an investigator is reduced to **0 Stamina**, he may choose to gain an **Injury** card or when an investigator is reduced to **0 Sanity**, he may choose to gain a **Madness** card. If he does this, he does not lose any items or Clue tokens for being knocked unconscious, and his Stamina/Sanity is restored to its maximum value instead of to 1. However, the investigator must still move to either **St. Mary's Hospital/Arhham Asylum** or **Lost in Time and Space**, as appropriate. In addition, he must draw one Injury/Madness card.


Combat


Horrorcheck: Player's Will - Monsters *Horror Modifier*

Horrorfail: On Horrorcheck fail, lose **Sanity** 

Flee: After Horrorcheck, Player's evade (Sneak + items) - Monsters *evade modifier*

Fight: After Horrorcheck, Player's combat (Fight + items) - Monsters *combat modifier*

Combatfail: On combatcheck fail, lose **Stamina** 

 Deputized

Roll a die at the end of each Combat. On a 1, return Patrol Wagon to the box.

Lost in time and space

If an Investigator is *lost in time and space*, move to *lost in time and space* in **Delayed** state. Next turn move to any Arkham location in upkeep phase.

Ending the Game

Victory

Close the gates

An investigator must close the last open gate on the board. When the last gate is closed, the players must have a number of gate trophies equal to or greater than the number of players with the gate trophy claimed just now.

Seal the gates

If at any time there are **six or more elder sign** tokens on the board, the players immediately win.

Banish the Ancient One

If the Ancient One awakens but the investigators manage to defeat it, the players immediately win.

Defeat

If the Ancient One awakens and defeats all of the investigators in battle, the space-time continuum ruptures, the Ancient One is unleashed, and all of mankind suffers for the investigators' failure.

Infamous play

Should Act III ever enter play, an enormous charity performance of "The King in Yellow" takes place in Arkham the investigators immediately lose the game.

King in Yellow Herald (Herald)

In brief, this means that whenever the **terror level increases**, the investigators must choose to either place a **yellow sign** token on the **Ancient One's doom track** or on the **terror track** in the space just vacated by the terror marker. If the investigators place a yellow sign marker on the terror track, the first player must then draw a **Blight card** from the Blight deck and put it into play next to the Herald sheet.

Curse of the Dark Pharaoh

When a monster surprises your investigator, you may not evade it; you must fight the monster. Additionally, combat follows the steps below for the first round of combat:

1. Horror Check

2. **Fight:** You may not attempt to flee during the first round of a surprise combat. If you defeat the monster, the battle is over.

3. **Monster Damage:** If you do not defeat the monster and you remain conscious, sane, and in the same space as the monster after this step is resolved, the combat continues as normal. Return to step 2 of a normal combat progression, Fight or Flee, and continue the combat until it is resolved.

Rifts

At the start of the game, the three rifts are closed, and the corresponding rift markers are placed randomly on the three Rift Tracks on the Kingsport board to show this. Each Rift Track consists of four spaces divided into two groups, with each group having a different monster movement pattern (as seen on the mythos cards) associated with it.

Each time a mythos card is resolved, check to see if the monster movement pattern on it matches any of the patterns next to a closed rift. If it does, draw a rift progress marker from the pile at random, turn it faceup, and place it in one of the two spaces next to the monster movement pattern that was drawn. If both spaces next to the monster movement pattern are already full, do not draw another rift progress marker.

If, after placing a new rift progress marker, all four spaces next to a closed rift now contain rift progress markers, the rift opens and is placed at the gate location shown on the mythos card that was resolved this phase (even if there is an elder sign token there).

Open Rifts

Open rifts activate during the Mythos Phase starting on the turn after they open. Each rift is marked with a dimensional symbol in either white or black (for example, a black moon). If a drawn mythos card indicates that monsters with the rift's dimensional symbol move, the rift first moves like a normal black-bordered monster along the indicated arrow, and then a monster is drawn from the monster cup and placed in the rift's new location. So, for example, if the mythos card indicates that monsters with the moon dimensional symbol should move along white arrows, the black moon rift would move along the white arrow from its current location, and then a monster would be placed at the rift's new location.

Monsters entering the board through rifts are still subject to the usual monster limit. In addition, if a rift moves along an arrow of the same color as its dimensional symbol, a doom token is added to the Ancient One's doom track. So, to use the black moon rift again as an example, if a mythos card indicates that monsters with the moon dimensional symbol should move along black arrows, the black moon rift moves along the black arrow from its current location, spawns a monster in its new location, and a doom token is added to the doom track. Clearly, open rifts represent a grave danger to Arkham.

Deep Ones Rising

There are two primary ways for the Deep Ones Rising track to advance. **Each time a gate is prevented from opening, such as by an elder sign token or an investigator ability, add one uprising token to the Deep Ones Rising track.**


In addition, there are special vortex spaces found on the Innsmouth board. Investigators cannot move into vortices under any circumstance. **Any monster that enters a vortex is immediately returned to the cup. For each monster returned to the cup in this fashion, raise the terror level by one. In addition, add one uprising token to the Deep Ones Rising track.**


Federal Raids


During the Upkeep Phase, any investigator(s) in an Innsmouth neighborhood may spend 1 or more Clue tokens to place them on spaces on the Feds Raid Innsmouth track that are the same color as the neighborhood he is in. If the Feds Raid Innsmouth track is completely filled with Clue tokens (a total of 6 Clue tokens are required), then both the Feds Raid Innsmouth and the Deep Ones Rising tracks are emptied.


Dark Pacts


Investigator may choose when to gain a pact card. **When an investigator gains one of these pact cards, resolve a Reckoning card.**


 **Devouring Gate:** If an investigator is in the same location as a Gate with this icon when it opens, he is devoured.


 **Gate of Doom:** If an investigator is in the same location as a Gate with this icon when it opens, add a doom token to the doom track.

 **Endless Gate:** A Gate marker with this icon cannot be collected as a Gate trophy. Instead, each time it is closed or sealed, reshuffle it into the Gate marker stack.

 **Monstrous Gate:** If an investigator fails his check to close a Gate with this icon, a monster appears in his location. If this brings the number of monsters over the monster limit, the first player places the monster in the Outskirts instead.

 **Gate of Blood:** If an investigator fails his check to close a Gate with this icon, he loses 1 Stamina.

 **Gate of Madness:** If an investigator fails his check to close a Gate with this icon, he loses 1 Sanity.

 **Moving Gate:** If the dimensional symbol of a Gate with this icon is activated during monster movement, the Gate moves as if it were a normal monster.

If multiple Moving Gates are activated, the first player chooses the order in which they move. A Moving Gate does not move if there is already a Gate marker in the location it would move into. If a Gate moves onto an investigator, he is pulled through as if it had opened on top of him. If this Gate moves away from an investigator who has explored it, he loses his explored token.

Vortex

These special spaces are found on the Dunwich board. Investigators cannot move into vortices under any circumstance (not even through the use of an item). Any monster that enters a vortex is immediately returned to the cup. **For each monster returned to the cup in this fashion, raise the terror level by one.** In addition, if there are fewer than three Dunwich Horror tokens on the Dunwich Horror track, add one Dunwich Horror token to the track. If this brings the total to *three Dunwich Horror tokens*, the **Dunwich Horror** appears.

The Black Goat at the Woods (Herald)

Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the Black Goat of the Woods herald sheet.

When a gate opens, draw a monster from the cup as normal, then **draw a second monster** from the **hexagon cup** and place both monsters on the gate's location.

When a monster surge occurs, draw half the monsters from the **hexagon cup** (round down).

Hexagon monsters are not removed from the game board when a hexagon gate is closed.

Each time an investigator defeats a **hexagon** monster, he or she draws a **Corruption** card.

Dark Young move as normal monsters.

Each time a monster surge occurs, add a doom token to the doom track.

Note: that even if the hexagon cup is depleted of monsters, players should continue to draw monsters from the regular cup as normal.

Difficulty Level Variants

In this variant, players choose one of five Difficulty Level cards at the beginning of the game. There are two difficulties that make the game easier and two that make the game more challenging. A fifth card is included to represent the normal difficulty level of the game.